

Manual Controls

L button

Jump back 10 pages

directional
buttons

Up/Down: Scroll up/down the page

Left: Go back one page

Right: Go forward one page

R button

Jump forward 10 pages

X button

Return to the home menu

Saving Game Progress

This title is stored on the Memory Stick Duo™, and the game progress will be saved under the Saved Data Utility in the Game row.







Table of Contents



- ▶ 005. Characters
- ▶ 006. Starting the Game
- ▶ 007. Game Controls
- ▶ 008. Moving on the Field
- ▶ 009. Camp Menu
 - ▶ Field
 - ▶ Dungeon
- ▶ 012. Ape-Team
- ▶ 013. Command Battle
 - ▶ Command
 - ▶ Leveling Up and Defeat
- ▶ 015. Minigames
- ▶ 016. Town Menu
- ▶ 018. Tips for Survival
- ▶ 019. Staff Credits



Characters

Monkey (Our Hero)

The banana-loving prince responsible for the future of Toqsica Kingdom. Under the orders of the King, he departs on his training pilgrimage.

King

Our hero's dad. He sends his useless son on a pilgrimage, but the outcome was quite unexpected and undesirable!

D' Apetagnan

Highly respected knight of the Toqsica Kingdom. Assigned as the prince's aide.

Buck

A card-carrying member of the wandering merchants, a.k.a. "Ape-Team".

Apetron

A group of evil Apes that terrorized the kingdom many ages ago. Currently, they are under the seal of powerful magic.

Spectral Bank

A piggybank inherited by the royal family. It is said to have powerful magic spells hidden inside.



Starting the Game

Start Menu

Press the START button or × button to display the start menu.



New Game

Play the game from the beginning of the story.

Name Input

Enter the main character's name.



Continue

If the Memory Stick Duo™ or Memory Stick PRO Duo™ contains saved game progress, you can continue to play the game from where you last saved.



Game Controls

Basic Controls

Directional buttons (analog stick): [left/right] Select route

[up] Confirm route, enter location, talk, open treasure

* On menu screens, [up/down] to change selection



O button: Cancel

x button: Confirm

Δ button: Display camp menu,
Reorder items

□ button: Check map, increase
cursor speed on map

Inside the Dungeon

Directional buttons (analog stick): Move/open treasure boxes, scroll dungeon map

* On menu screens, [up/down] to change selection



O button: Cancel

x button: Confirm

Δ button: Display camp menu,
Reorder items

□ button: Check dungeon map

START button: Exit from dungeon

Moving on the Field

Selecting the Route

Select the route by looking around using the left or right buttons or analog stick. Blue arrows will appear indicating the direction you can move forward. Yellow arrows indicate something special such as towns, dungeons or Ape-Team members.



While facing the direction you want to move forward, confirm the selection by pressing up on directional button or analog stick. You may encounter enemies or minigames while you are traveling. You can open the camp menu during transit.

Choose Your Route Carefully!

Once you start moving, you cannot change the route till you reach the next spot. Choose your route carefully.

Red Routes are Full of Danger

You'll see red and blue routes along your journey. You are less likely to encounter enemies on the blue routes. Red routes, on the other hand, are full of danger with higher chances of encountering powerful enemies. Proceed with caution when you travel on the red routes.



Gate

Warp points connect the different kingdoms.

Choose Chapters!

When you get to the gate, a chapter list will be displayed. After you choose a chapter, you'll warp to the destination.



Remember!

You cannot warp to a chapter you haven't purchased. You must purchase the additional chapters to use the gate.

Field Part 2

Banannals

View the minigames you have encountered during the journey. You can replay the minigames in the Banannals as often as you like. Practice the minigames you are not good at, or try to beat the record score!



★ Marks

★ marks indicate that the minigame is new to the list.

Bank

In exchange for chips, the bank will grant all kinds of wishes from recovering guts to releasing seals to various dungeons. Don't forget that you expend chips for the wishes, so make sure you have enough chips!



Options

► Save

Select to save current game progress. Only one save file can be saved on each Memory Stick Duo™.

► Load

Select to load saved game progress.

► Delete

Select to delete saved game progress. Note that deleted game progress cannot be recovered.

* Warning!

At least 128KB of space is required on the Memory Stick Duo™ that contains the downloaded Ape Quest™ data in order to save game progress.

► Message Speed

Select to change the speed of text messages between Slow/Normal/Fast

Dungeons

The camp menu in dungeons is limited compared to the camp menu on the field.

Status

Check the stats and condition of your main character.



Equip

View and change equipped items such as weapons, shields, and armor.

Items

Use items. You can also throw away items.

Quests

Check the status of quests you have taken on.



Map

Displays the locations you have been to so far in the dungeon. It also indicates your current position.

Ape-Team List

Display the list of Ape-Team members you have encountered so far.

Tutorial

View game controls and game hints.

Ape-Team

You may encounter members of the Ape-Team while traveling on a field. Ape-Team members are monkey merchants wandering around the world. The Ape-Team will assist the main character in many ways!



Ape-Team Bazaar

The Ape-Team is considered to be adventurers as well as traveling merchants. They handle unique items you cannot find in towns. Make sure to strike up a conversation with them!

If the Ape-Team is Addressing You...

The Ape-Team is very curious about the main character. If an Ape-Team member asks you questions, try to answer them. You might receive something in return!



Numbers on the Ape-Team List

Each Ape-Team member has a different relationship level with the main character. The higher relationship level number the member has, the sooner they'll join the battle.

Command Battles

Fight the enemies using weapons and techniques. You will level up from the exp gained through battles and minigames. The battle will end if your guts go down to 0. Make sure to keep an eye on your remaining guts!

Commands

Fight

Choose an enemy and attack.



Technique

Attack using the technique hidden within the weapon. Each weapon type has its own unique technique. Using techniques expends a portion of the technique gauge. The gauge fills when you land an attack or take damage. You can also fill it by using the Bank or Items. Each technique expends a different amount of the gauge. Techniques that are available will be highlighted.

Ape-Team

Ape-Team members will appear and attack the enemy for you. You will need to pay chips to summon Ape-Team members. Chip amount will decide how many members will come and help you. Be careful not to spend too much chips.



Item

Use items.



Flee

With luck, you can flee from the battle.

Battle Speed

You can change the battle speed between Slow/Normal/Fast.

Leveling Up and Defeat

Leveling Up

You will level up by gaining experience from command battles and minigames.



Defeat

Command battles and minigames will be over if your guts reaches to 0.



Minigames

Game Instructions

The rules and the controls will be displayed before the start of each minigame. Make sure to read through it before entering the game.

Special Get the Goods minigame

Difficulty: Super Easy

- Move with left and right
- Move with left and right
- Left and right
- Jump / Double jump it needed at the right time

Use the falling boulders as footholds and jump your way to the top.
Press the button at the peak of your jump to perform a double jump!

Smart Game

Using that Spring Boots might make the minigame easier.
Want to try?

Yes

No

Specialty Items

Certain specialty items will make minigames easier. If you happen to come across one, you may want to pick it up just in case.



Town Menu Part 1

Shops



In towns, you can buy local specialty items or sell items you no longer need.

Select the items you want to buy/sell.



You can also specify the number if items you want to buy/sell and make a deal at once.

Smithy

You can combine two pieces of equipment to create new equipment.



You will need a "smithy ticket" to combine equipment. Some smiths are better than others at combining certain types of equipment.





Town Menu Part 2

Quest Guild

You can accept or abandon quests.



There are different types of quests such as "Work" and "Train". Quests will be updated each time you visit a town, so make sure to check periodically.

About Book Symbols

This symbol indicates that the quest is important in order to proceed with the storyline. You cannot abandon this type of quest.



About Clock Symbols

This symbol indicates that the quest has a limited amount of time before it expires. Remaining number of turns decreases every time you move along the map. The quest will expire if it runs out of turns.

Vault

Since you can only carry a limited number of items, deposit items you do not need for the time being into the vault. You can retrieve the deposited items in any town.





Tips for Survival

Keep Combining Items!

If you find that the enemies are too strong and you cannot reach your destination, go to a nearby town, obtain smithy tickets, and go see a smithy to combine items.

Accept as Many Quests as Possible!

Once you get to a town, accept quests from the quest guild. You will not make enough money from just fighting in battles. Quests are the fast ticket to riches!

Pay Attention to the Price of Items!

Each kingdom has different price for items.
Certain items can be sold at extremely high prices in other kingdoms.

Ape Quest™

Developer

Shift Inc.

Director

Shuichi Yano

Game Designers

Tetsuya Fukugami

Toshiyuki Yasui

Programmers

Takafumi Kaneko

Hiroyuki Seguchi

Takashi Kawamoto

Yoichi Yui

Daisuke Emura

Yoshikazu Satake (METAMAGIC)

Designers

Kei Watanabe

Masataka Tsuda

Shinichiro Tadokoro

Seiji Yamagishi

Miwa Deura

Takuya Nishino

Production Support

Masahiko Wada

Akinori Asaba

Fumi Hattori

Script Programmers

Kentaro Soya

Takumi Odajima

Kentaro Matsumura

Yuta Yamamoto

Yusuke Kurokawa

Keishin Tomoyori

Shuuhei Yamagata

Takashi Nitta

Naomichi Ohshima

QA Manager

Takashi Tatsuguchi

QA Testers

Takashi Yamaguchi

Tatsuto Ito

Kazunori Sakakura

Tetsutaro Hiraoka

Tetsuya Yokoo

Makoto Kurata

Yasuhiro Iyoda

Tadayoshi Shimazu

Kozue Hirasawa

Akira Yoshitomi

Mami Arai

Hiroaki Kobayashi

Satoshi Nagashima

Shinpei Mizuide

Project Manager

Yuichi Sugiyama

Development

ALVION

Director

Toshiharu Honda

Art Director

Kenji Nishi

Programmers

Toshiharu Honda

Masayuki Endou

Manabu Shimada

Atsushi Hirota

Takashi Ichii

Ryota Nishioka

Designers

Kenji Nishi

Masayuki Nakahara

Kouji Oshiro

Aika Yamaguchi

Chisami Katagihara

Chihiro Imada

Ryota Sato

Etsuko Tatsumi

Tetsuya Okuda

Dungeon Programmer

Hideo Shiozaki

Dungeon Designer

Aika Yamaguchi

Production Support

Yoshikazu Hiraki

Project Managers

Fumika Noichi

Ichiro Hiraoka

Music Engineer

Kemmei Adachi

Sound Engineers

Takashi Kanai

Kemmei Adachi

Sony Computer Entertainment Inc.

QA Manager

Koji Takano

QA Testers

Shinichiro Yokoyama

Akisato Hirota

Hiroshi Yoshimoto

AI Shibazaki (Tec)

Tatsunori Kitahara

Masaki Kamata

Osamu Hirose

Keita Ito

Masaya Nomoto

Ryouta Kosaka

Game Test Managers

Shinya Nakamura

Naoko Isono

Game Test Analysts

Teppey Kabata

Sigeru Kawai

Kenji Kurata

Shota Tobari

Manual Design Coordinators

Hironori Komiya

Yasuko Nii

KINYOSHA PRINTING CO.,LTD.

Overseas Coordinators

YeonKyung Kim

Obiko Matsuura

Special Thanks

Kuniaki Kobashi

Yuzo Sugano

Katsuyuki Kanetaka

Tadasuke Teramoto

Osamu Sugawara

Satoshi Komuro

Taku Tanabe

Miyuki Nakagawa

daisy Inc.

Akira Koike

Hiromasa Ohkubo

Shino Kobiyama

Shinya Taniguchi

Hiroyuki Kotani

Kohel Adachi

Satoshi Shirakawa

Yuri Kato

Bear Force Graphics

Mena Sato

Takamitsu Iijima

Kohel Kawa

Masaki Hiyoshi

Megumi Hayasaka

Yumi Chihara

Atsushi Nakahara

Fumiko Tamura

Piposal committee

Associate Producers

Masao Tsuda

Kazunori Ueda

Producer

Naoto Ohta

Executive Producer

Takafumi Fujisawa

Supervisors

Yasuhide Kobayashi

Fumiya Takeno

Yoshimasa Tatebe

Shawn Layden

Seigi Sasaki

Tomikazu Kirita

Masatsuka Saeki

Sony Computer Entertainment Europe

SCEE International Software Development

Producer

Gavin Russell

Assistant Producer

Florence Kum

Project Asset Manager

Anna Wojewodzka

Director of International Software Development

Sean Kelly

SCEE Marketing

Product Manager

Cristina Giuliano

European Software Manager

Isabelle Tomatis

European Release Manager

Louise Welch

Head of Product PR

Charlotte Panther

SCEE First Party Quality Assurance

Head of First Party Quality Assurance

Dave Parkinson

First Party Quality Assurance Coordinator

Sarah Shaw

Test Operations

Test Manager

Gareth Spencer

Functional Testing Supervisor

Wayne Smith

Functional Testing Lead

Terry Matthews

Functional Testers

Daniel Crossley

Martin Atkinson

Mike Lunt

TRC Testing Supervisor

Paul French

TRC Testing Lead

John Hale

TRC Testers

Don Shallicross

Lee Jones

Mark Warburton

Contract Staff Coordinator

Dan Giles

Support Services

Support Services Manager

Anthony Gill

Support Services Coordinators

Neil Moran

Robert Karp

QA Technicians

Chris Hopley

Michael Bishop

Barry Fearn



Credits

Sony Computer Entertainment Europe

Online QA

Online QA Lead

Michael Kennedy

Online QA Tester

Ross Wilkie

SPECIAL THANKS

Phil Harrison, Shawn Layden, Simon Roberts, Daniel Maher, Daniel Brooke, Elodie Hummel, Elliot Martin, Yukiko Goto, Clare Goodman Mark Pittam and Hugh Spencer.

Notice

©2008 Sony Computer Entertainment Inc. All Rights Reserved.

The typefaces included herein are partially developed by DynaComware.

The MPEG data in this software was made by TMPGenc.
COPYRIGHT ©Hiroyuki Hori/Pegasys Inc., All Rights Reserved.

*, "PlayStation" and "PS2" are registered trademarks of Sony Computer Entertainment Inc.

Library programs ©Sony Computer Entertainment Inc.

* ©1994 Sony Computer Entertainment Inc.

* is a registered trademark and ", "Memory Stick Duo", "Memory Stick PRO Duo" and "Memory Stick" are trademarks of Sony Corporation.

*XMB" and "Xross Media Bar" are trademarks of Sony Corporation and Sony Computer Entertainment Inc.